

PEZOCK

CREATURE 2

MEDIUM

HUMANOID

TENGU

Perception +6; low-light vision

Languages Common, Mwangi, Tengu

Skills Acrobatics +10, Athletics +8, Society +9, Stealth +10, Survival +6, Thievery +10, Red Mantis Lore +6, Engineering Lore +6

Str +2, **Dex** +4, **Con** +1, **Int** +1, **Wis** +0, **Cha** +1

AC 19; **Fort** +7, **Ref** +10, **Will** +4

HP 41

Speed 25 feet

Melee ♦ +1 sawtooth sabre +11 (uncommon, agile, finesse, twin), **Damage** 1d8+2 slashing

Melee ♦ beak +10 (finesse), **Damage** 1d4+4 piercing

Melee ♦ dagger +10 (agile, finesse, thrown 10 ft., versatile s), **Damage** 1d4+4 piercing

Ranged ♦ dagger +10 (agile, finesse, thrown 10 ft., versatile s), **Damage** 1d4+4 piercing

Go for the Eyes 🔄 (incapacitation); **Trigger** The tengu critically hits with a beak Strike. **Effect** The tengu attempts to peck out its victim's eyes. The target must attempt a DC 19 Fortitude save.

Success Unaffected.

Failure Blinded for 1 round.

Critical Failure Blinded until healed to maximum HP.

Sneak Attack The tengu deals 1d6 extra precision damage to off guard creatures.

Surprise Attacker On the first round of combat, creatures that haven't acted yet are off guard to the tengu.

Operate Claw ♦♦♦ (Attack); **Requirement:** Pezock is operating the giant crab. **Effect:** crab slam +6 (reach 15 ft.), Damage 1d10+5 bludgeoning

Claw Shove ♦♦ (Attack) **Requirement:** Pezock is operating the giant crab, and the target is Large or smaller. **Effect:** Pezock can manipulate a giant claw to shove the target away from the crab (up to a maximum of 15 feet away, no matter the result). Attempt an Athletics check (use +10 instead of Pezock's Athletics modifier) against the target's Fortitude DC. **Critical Success:** As success, but up to 10 feet away. **Success:** The claw pushes the target up to 5 feet away. **Failure:** The claw fails to push the target. **Critical Failure:** The pulley system operating the claw is overextended, imposing a -2 circumstance penalty on crab slam Strikes until the end of Pezock's next turn.